OnesaUCE Version2

2024-05-05

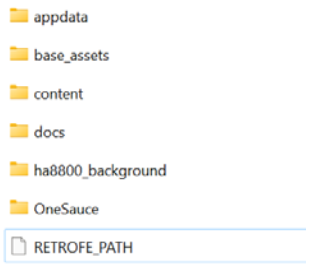
Quick-Start

Prerequisites:

1. USB drive formatted in NTFS format
    a. SSD preferred for speed
    b. 32GB for build with Arcade system only
        i. Up to OVER 1 TB if you ultimately want everything

Installation Steps:

1. Download all the listed folders in Base Install to the root of your drive. If your download method is zipped, unzip the folders. When done, file structure should look like this in root:



   There should not be any folders above those shown.
    a. The file RETROFE_PATH will be created when you extract appdata
    b. If you intend to add the Jukebox collection or desire the stock attract mode of the device to work, also download the ha8800_screensaver.zip and extract to root. This is ONLY needed if you desire one or both of these functions and can be added later if desired.
2. Download any desired system/game addon packs and unzip to the root of your drive.
    a. The base install comes with no games.
    b. Arcade is a recommended good starting point. Whatever pack you choose will end up in \content\retrofe\collections*COLLECTION NAME*
3. (Optional) Download any desired optional themes and unzip to the root of your drive.

On the AtGames Machine:

1. Insert the drive and wait for the USB indicator to light steady.
2. Go to the AddOn tool
3. Launch Scripter.UCE
4. To exit, Menu to enter RetroFE menus and scroll to “exit” and press “A”.

This is a high-level bullet point list for getting a new drive going. It is highly recommended you read the whole document but if you think you know what you are doing, the above are some quick pointers.

Introduction

This is a completely new build of One. It is important to realize that the content is not compatible with prior versions. While "advanced users" may understand how to pick and choose components to swap between OnesaUCE 1 and OnesaUCE 2, it is neither recommended, nor will it be supported by the development or admin teams, so you do so at your own risk.

The intent of this build is to reduce the amount of confusion and support required from the user community in getting a drive downloaded, built, and updated and/or expanded in the future. Note that expanded refers to adding new game systems while updated refers to implementing improvements to the base build or game packs you already have.

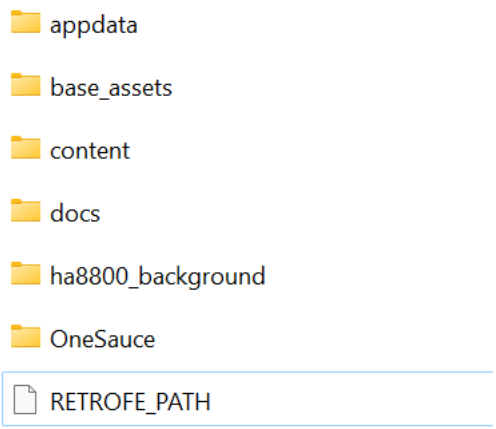
Machine compatibility

This build is believed to run properly on all AtGames machines except ALP 4k. All control panels are supported including the Quad. For those of you who have been around for a bit, there are no longer conversion packs needed for specific machines. The drive can be moved seamlessly among machines without adjustment.

File Structure & Maintenance

A drive is now crafted as a "Base Build" and "System Expansion Packs." In theory, you could download only the base build and have things to look at but no games to play. This is a fully functional drive with no game content but is now the beginning of everything. This base build is approx. 3.6 GB and includes all supported themes except Simple Blue which is published as an optional layout as it is approx. 15 GB alone.

The root of your NTFS formatted drive will contain 6 folders and 1 file as shown below.

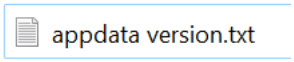


At the time of this writing, the vision is that these are the only things that will ever live in the root of the drive. If you see other "stuff" (except as noted below) or if any of this "stuff" is in a folder lower than root, your drive is built wrong.

The two exceptions to this are:

1. If you desire the Jukebox collection or desire the stock attract mode of the device to work, also download the ha8800_screensaver.zip and extract to root. This is ONLY needed if you desire one or both of these functions and can be added later if desired.
2. Every time you run the drive, there will be a scripter.log file created in the root. This is for diagnostic use.

Each of these folders contains components of the build that may be "updated" in the future. As such, in each of the folders (appdata, base_assets, content, and OneSauce), hereafter referred to as "key folders" there is a "xxxx version.txt" file that will tell you the date and version number of the folder content. Content will appear like this example:



Within the txt file will be:

Folder name: appdata

Date: Updated: 2024-03-12

Version: Build v2.0b2

This will allow you to look at what is published at any given time and know if your folder has most current material, or if an update to that folder has been published. Any changes to files within a folder will result in that folder being republished in whole. So, updating will generally involve simply deleting the key folder and then adding the updated key folder to your drive. However, the largest of these folders is only approx. 2.5GB so updating full folders becomes a much easier prospect.

If you elect to add the Simple Blue theme to your drive, it would be a good idea to save the zip of that theme locally since every time you delete and re-add base_assets, you will need to also re-add Simple Blue.

The exception to this fully delete and re-add concept is /content. This folder is where your system/game packs will eventually live. There is very little "base build" within content so it seems unlikely that anything therein that is not a system pack will need to be updated but, if it does, there will be more explicit instructions provided to address this need. Much more likely is the "upgrading" of content by adding system/game packs of your choosing.

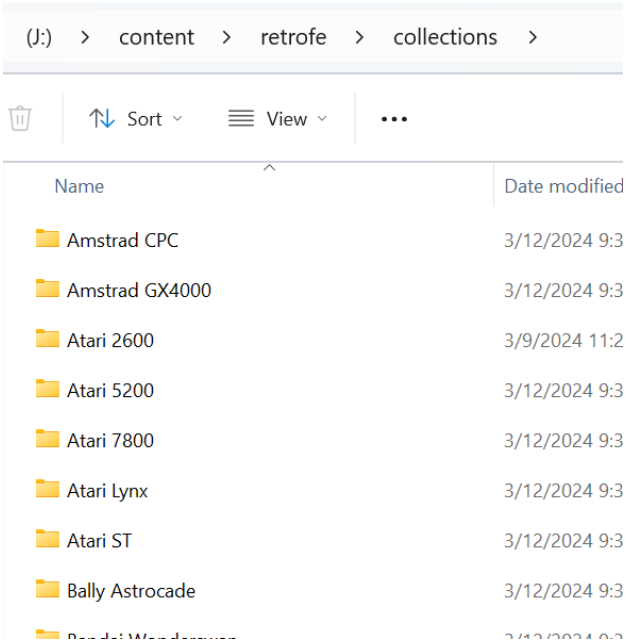
"Expanding" will be done as it always was in the past. A system/game pack will be published that is intended to be unzipped at the root of the drive. This will place the necessary system art, ROMs and other components under /content at the right location. The big difference is that instead of a "Core" (arcade) and "Full" (everything) build, you now make your drive ala carte by selecting only the systems that you want. All interdependencies have been anticipated and menus are "built on the fly" automatically at start up (more below on that).

Once you “expand” your drive with a new system, that system also may need to be “upgraded.” As such, any zipped system/game pack that is officially published will have a version file within it just like was described above. Additionally, the zip will be named as shown below:

So you need not download the zip to see if there is newer content within. Just like the “key folders,” system/game packs are “updated” by deleting the system folder within:

\content\retrofe\collections

Example screenshot of the collections folder below:



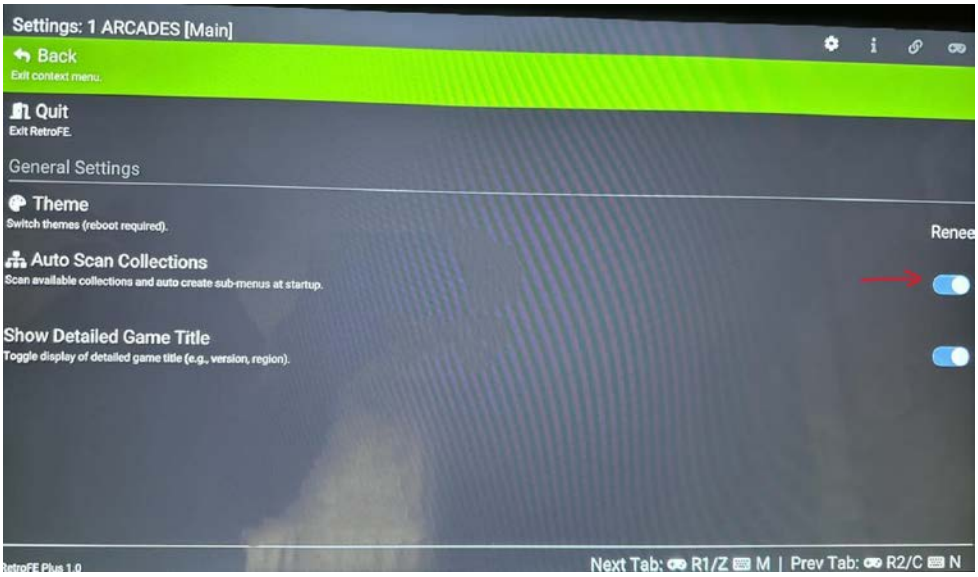
and unzipping the updated collection to the root of the drive.

Again, there is presently one exception to this approach. Jukebox has an interdependency on \ha8800_screensaver in the root, so, if you want to use Jukebox, first download the ha8800_screensaver folder to the root of your drive.

Note that at release, all key folders and system packs are versioned the same. This is simply because v2.0b2 is where the development team believed we were ready to release to the community. As we progress on, there is NO NEED to maintain the same version across all components. For example, next week there could be an appdata update that moves that folder to v2.0b3. You will download that new appdata and everything else on your drive will remain v2.0b2. This is the intent of the modular design.

First Run

The first time you run your build, after executing scripter.uce, you will see a splash screen with an indication in the lower left corner that says that your systems are being scanned (if you only add one or two systems, this could happen before you even notice it). This is the dynamic building of the menu structure. The amount of time this will take is dependent on how many systems you have added. Once this is done one time, there is no need to run it again unless you add or delete systems and need the menus to change to match and it does take a minute or two at startup to complete. Therefore, immediately after the first scan is done and the system launches into the default theme, press Rewind + Menu. This command opens the RetroFE menu context sensitive menu system and you will se a screen like below…



Simply move the slider next to Auto Scan Collections to the off position. Now the scanner will not run at start-up. If you make collection changes and want to run it again, simply come back here and turn it on and reboot.

To exit the menu, joy up to “Back” and press “A”

This should get you running. It is not intended to be a comprehensive OnesaUCE 2.0 tutorial.

- Two “vertically oriented” themes (PacMan and FanArt Magazine) offer you proper orientation to play on portrait oriented screens.
- The user can now select from available cores to run games for improved performance.
- There are many changes in supported controllers.
- There is improved remapping capability. Some of this will require experimentation and “internet research” by the user, but Developer Prime has provided a nice set of starter remap files for you to pick from (Do some searching on the topic of “RetroArch controller remapping” and take a look in the build at what has been provided for you to start with). Adjusting controls in “MAME menus” should almost never be the chosen way.
    - We hope users will create and publish game or core remap files that will be adopted by others in the community.

A Wiki is under development to help with support Q/As but this is another task being worked on by a small number of people with limited time to apply to the effort.

The user community remains the bests source of support.

As always, the build is never done.